




The Ancient Oriental Game of Strategy

by **Stan Erwin**

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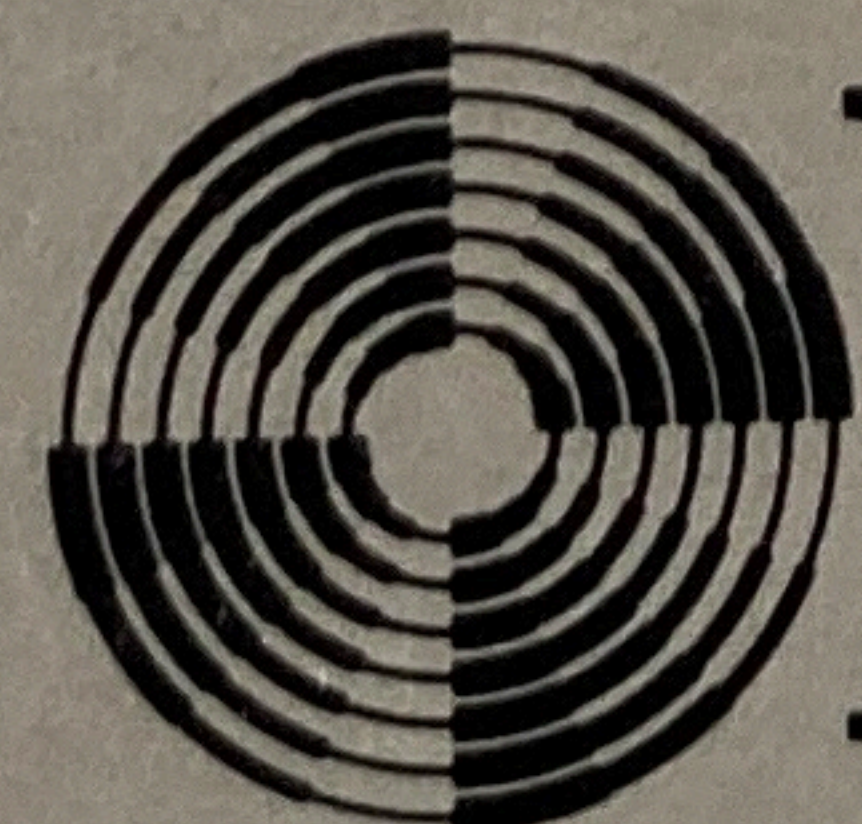
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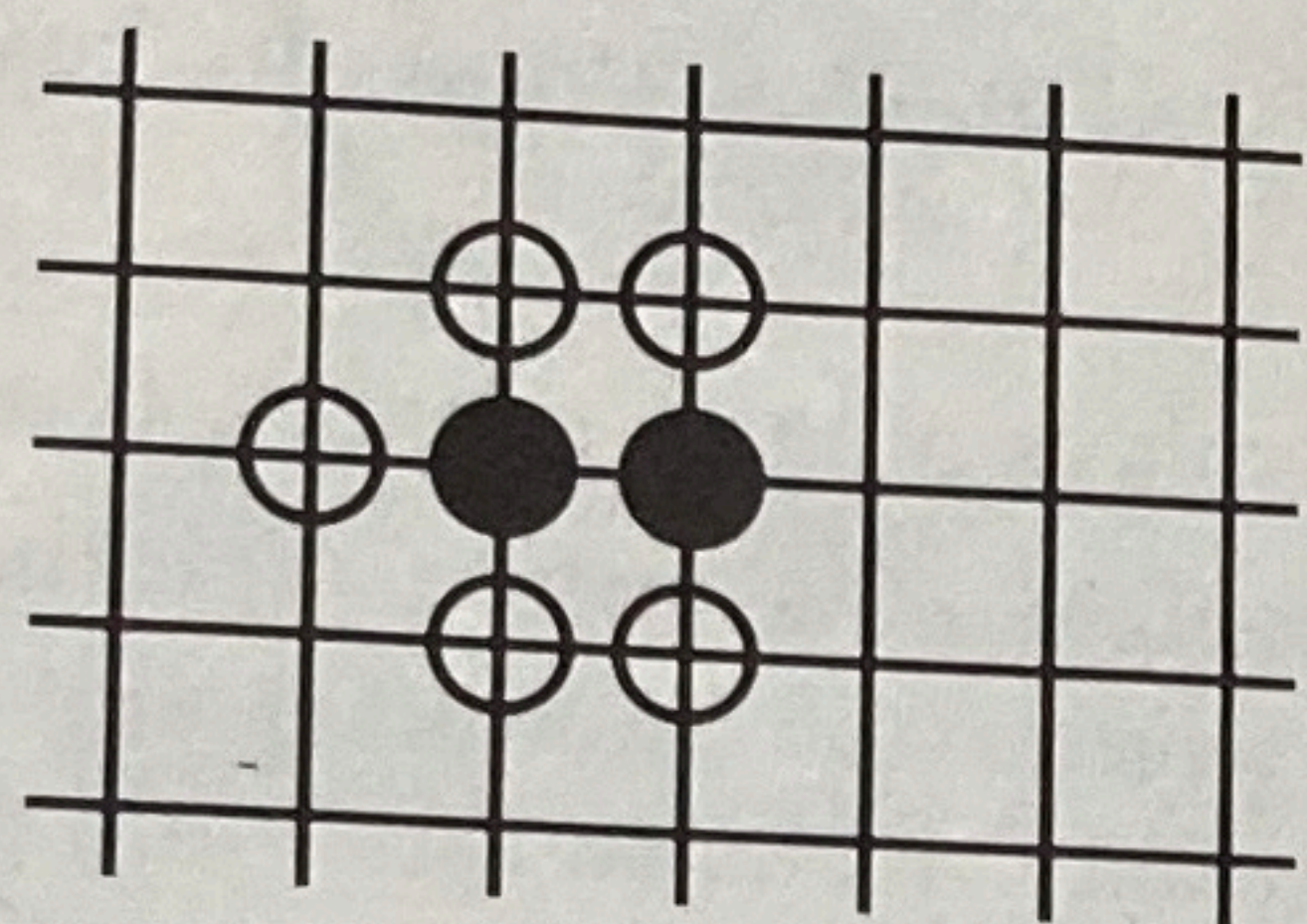
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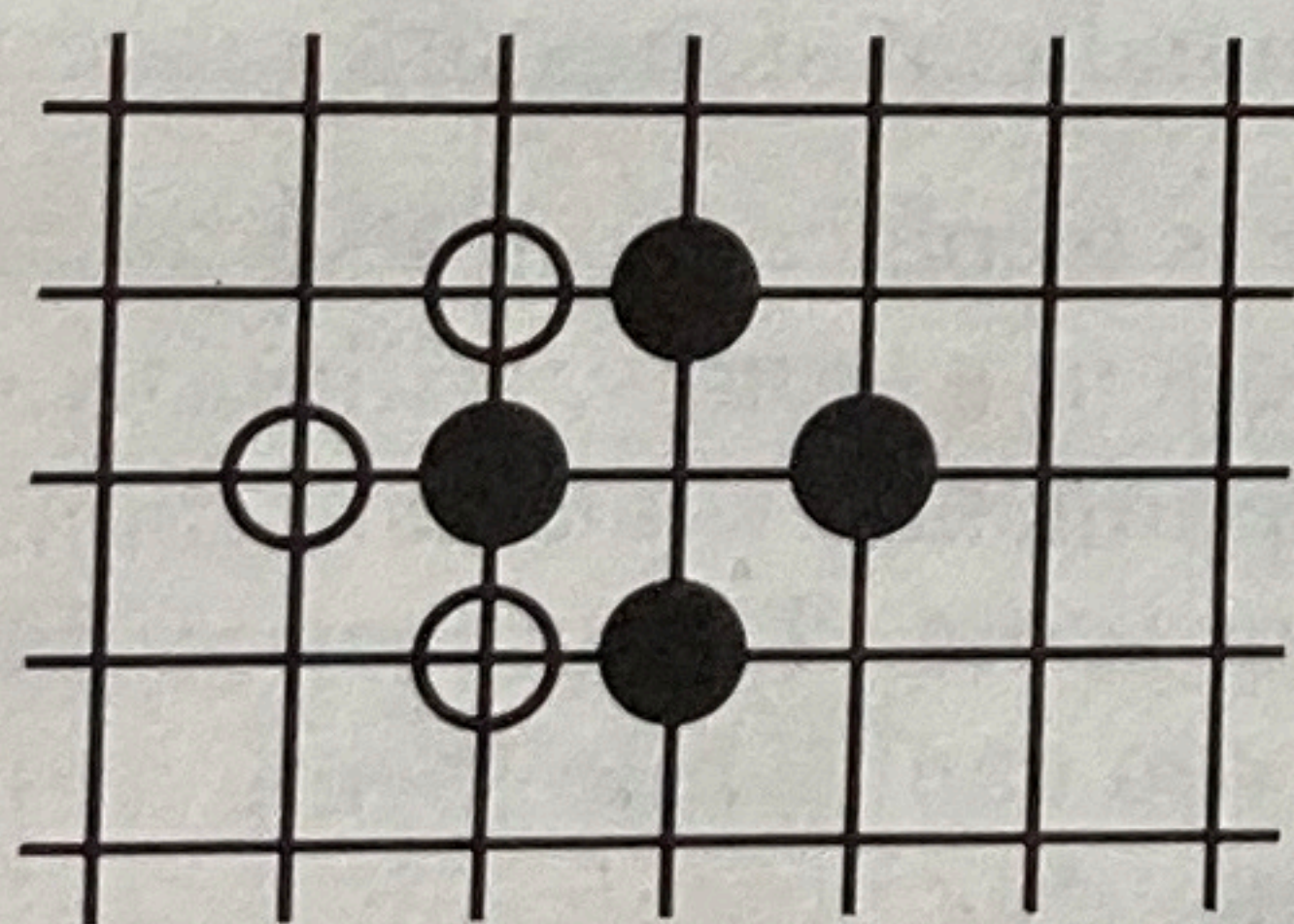
In the illustration below, for example, if it is White's turn, White may place a stone so as to trap two of Black's pieces:



Stones may be placed on any vacant intersection, with the exception of "the rule of ko" (see below). A player who can not make an advantageous move may choose to "pass." A player who has passed may *not* resume play, but the second player (person or computer) may continue. The game ends when both players have passed.

The rule of ko

In the illustration below, players may exchange stones indefinitely. If White were to place a stone on the center vacant point, Black's encircled piece would be removed, creating a mirror situation for Black to take a White stone, and so on, and on. The rule of ko forbids such play in a ko situation; it is the only exception to the rule that any vacant point is playable by either color.



If you have chosen to play against the computer, it will sound a warning when it is one stone short of surrounding one or more of your stones. The warning is analogous to "check" in chess, but in GO the warning is called, perhaps confusingly, "ATARI". The warning also flashes on the screen.

At the end of the game any stones inside an opponent's encircled sections of the board (which remained on the board because the area also contained vacant intersections) are considered captured. Each player's score is then figured as follows:

$$\text{SCORE} = \text{vacant points surrounded} \\ \text{minus} \\ \text{stones captured by opponent}$$

The higher score wins.

THE MOVES

Either paddles or the keyboard may be used. The paddles are somewhat more convenient.

After the title page appears, respond to the screen prompts for number of players, keyboard or paddles, color choice and handicap number for Black. The handicap number determines first play.

With Paddles:

One paddle moves the cursor horizontally, the other moves it vertically. When you have positioned the cursor, press either paddle button to place your stone.

Two keyboard keys are available:

- Q = to quit the game, edit a board or start over
- O = to pass

With the Keyboard:

- I = cursor up
- M = cursor down
- K = cursor right
- J = cursor left
- Q = to quit the game, edit a board or start over
- Ø = to pass

Edit Mode:

When you enter this mode, you freeze the board at its last position. You may fill in vacant points or remove stones. You may use this mode to take back a previous move, but the count of captured stones does not change, and all passes are canceled.

In edit mode, move the cursor as you normally do. When you press the RETURN key (or the paddle button) to mark the spot, you must then indicate whether you wish the point to be vacant or occupied by Black or White.

To exit the edit mode, press Q.

During the computer's move you may see brief flashes on the screen which represent the computer's consideration of all possible moves. When it has selected its move, the stone is placed automatically. The cursor flashes at the move the computer has made until you move the cursor for your reply.

Throughout play, a scoreboard at the bottom of your screen keeps a running tally of the number of stones captured by each player. BUT take care: the number of stones captured is only one component of your final score. Think defense as well as offense!

ERRATA SHEET FOR GO APPLE & ATARI VERSIONS

After the computer has selected its move, it will flash the cursor at its move until you press a key (or the firing button on the paddle/joystick).

PAGES 5 and 6

Reads: 0 = to pass

Should be: Ø (2 or o) = to pass

Page 6

Reads: To exit the edit mode, press Q

Should be: The following options are available after a move has been entered:

If you type Q the computer asks:
Edit, Quit, or Play again (E/Q/P)?

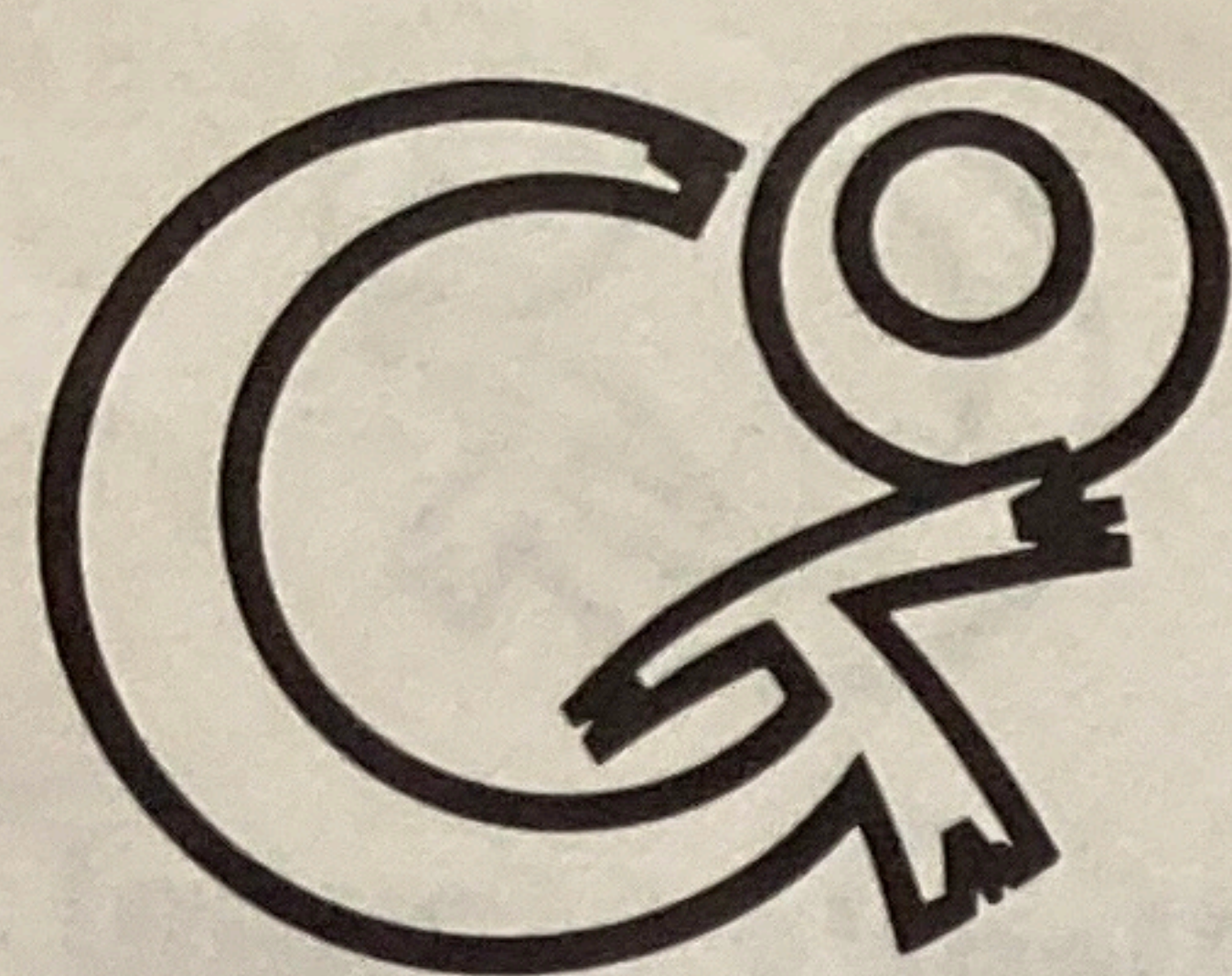
Q End the game, and exits the program.

P Ends the game, and start a new game

E Allows you to edit as per the instructions (pg. 6) When you have completed editing:

Ø (zero) Exits the edit mode and resumes play.

The computer will ask:
Whose turn (B/W)

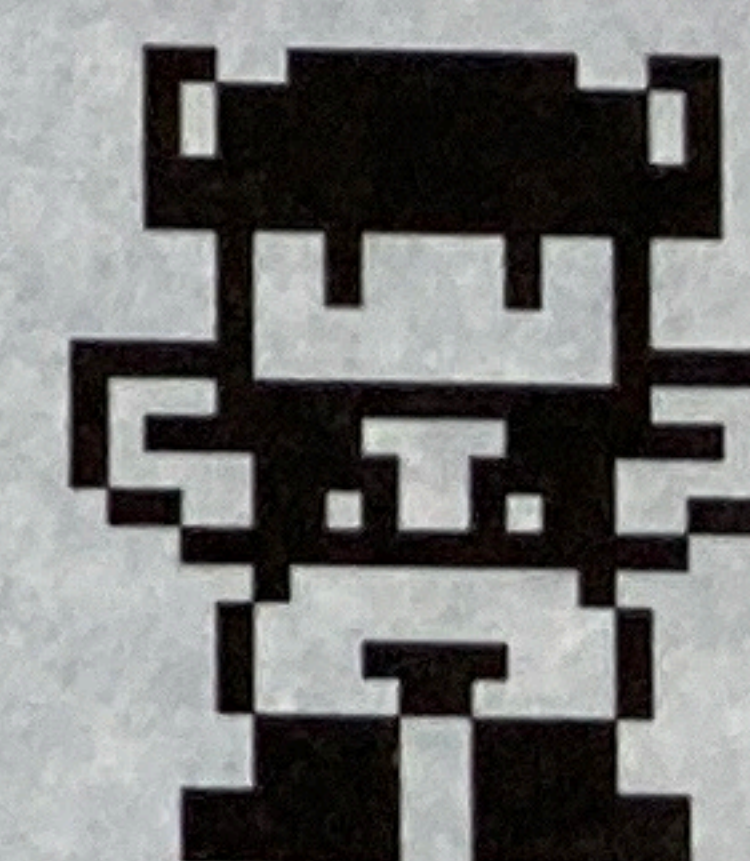
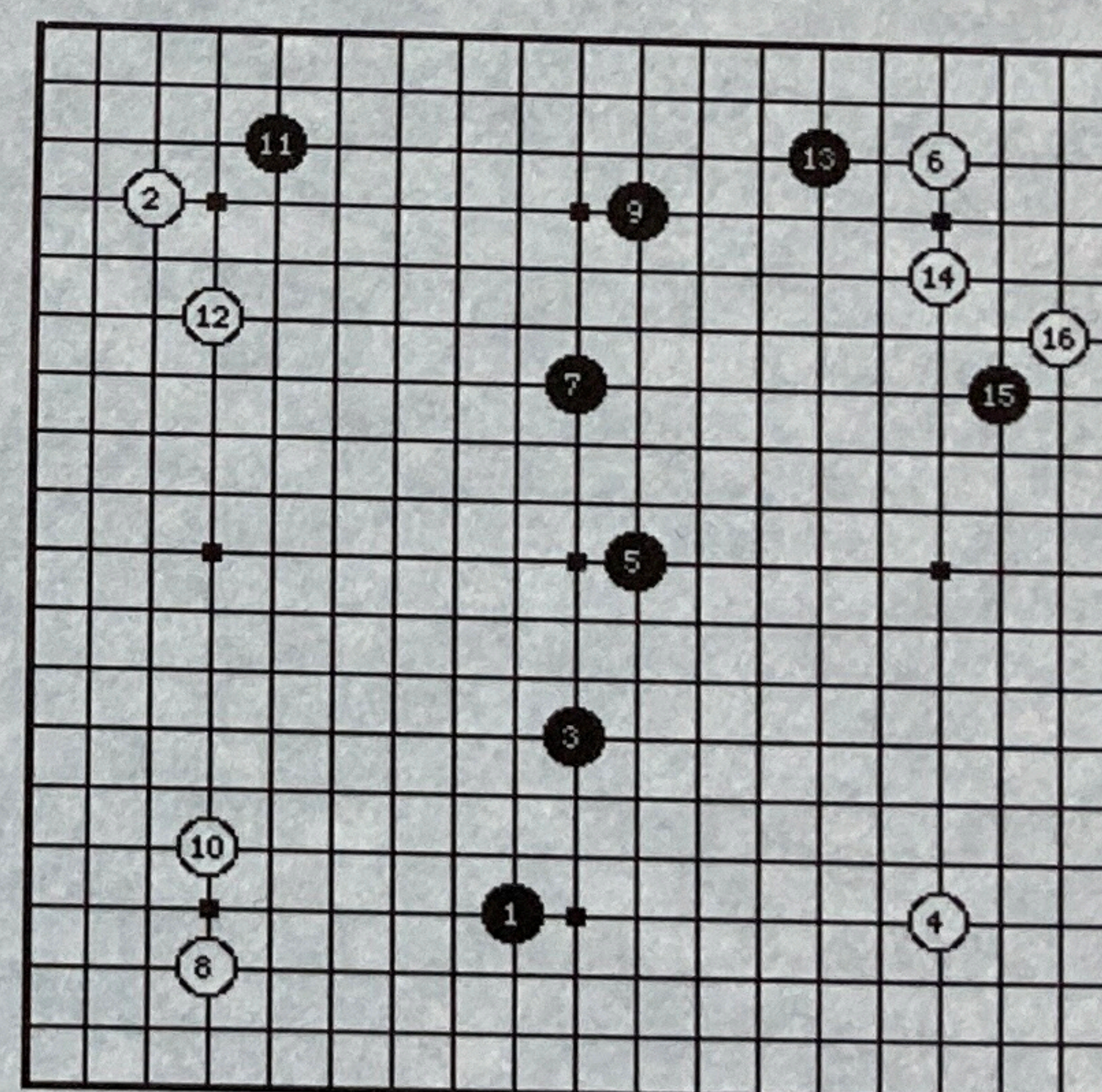
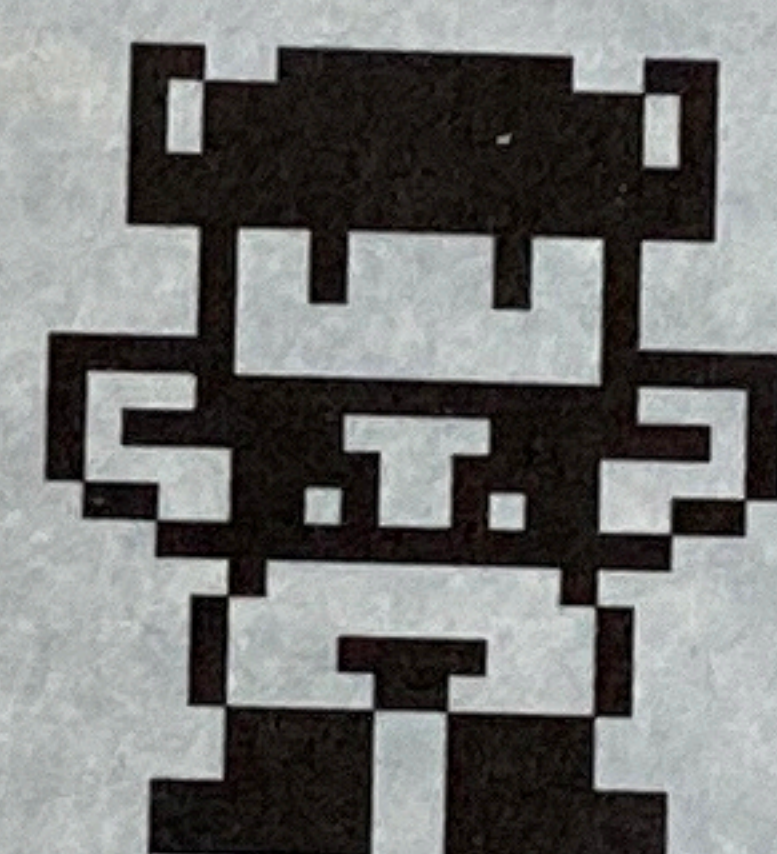


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Bruce Wilcox's

Instant Go Starter Kit



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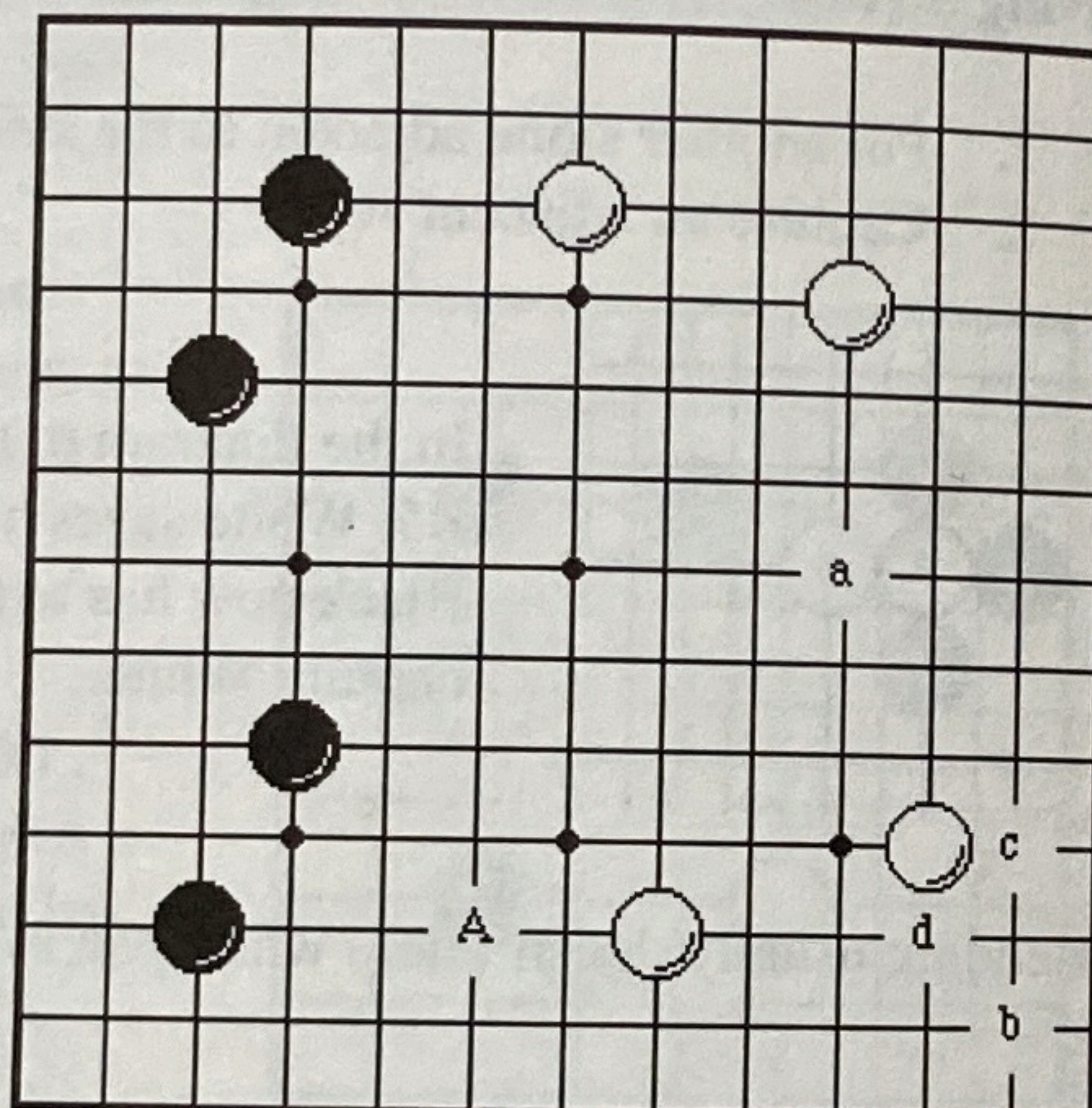
Open Area Tactics

The opening game sketching process creates open areas.

Attack Open Areas by Invading: Invading (placing a stone in the enemy's territory) creates a weak group that is easily attacked. Weak groups will eat up most of your plays defending them — plays that could have been used to create or extend territory elsewhere. Invasions should therefore be reserved for those times you're losing and have no alternative. Choose a large open area if you must invade. You'll have room to make life locally or run to safety.

If there is no large open area, draw the enemy into a contact fight (a fight in which rival stones touch). Contact localizes the fight to a few stones — the rest of the stones dominating the open area do not contribute to the battle. Don't hesitate to sacrifice a few worthless stones so that others can live.

In the figure to the right, White's claims are twice Black's (70 to 35). It would be foolish for Black to continue the opening with A, since he is losing.



Black should invade the open area near a. Invading at b is a mistake; the area is not open. If Black must invade near here, he should engage in a contact fight at c or d.

If White plays first, a is a good defense.

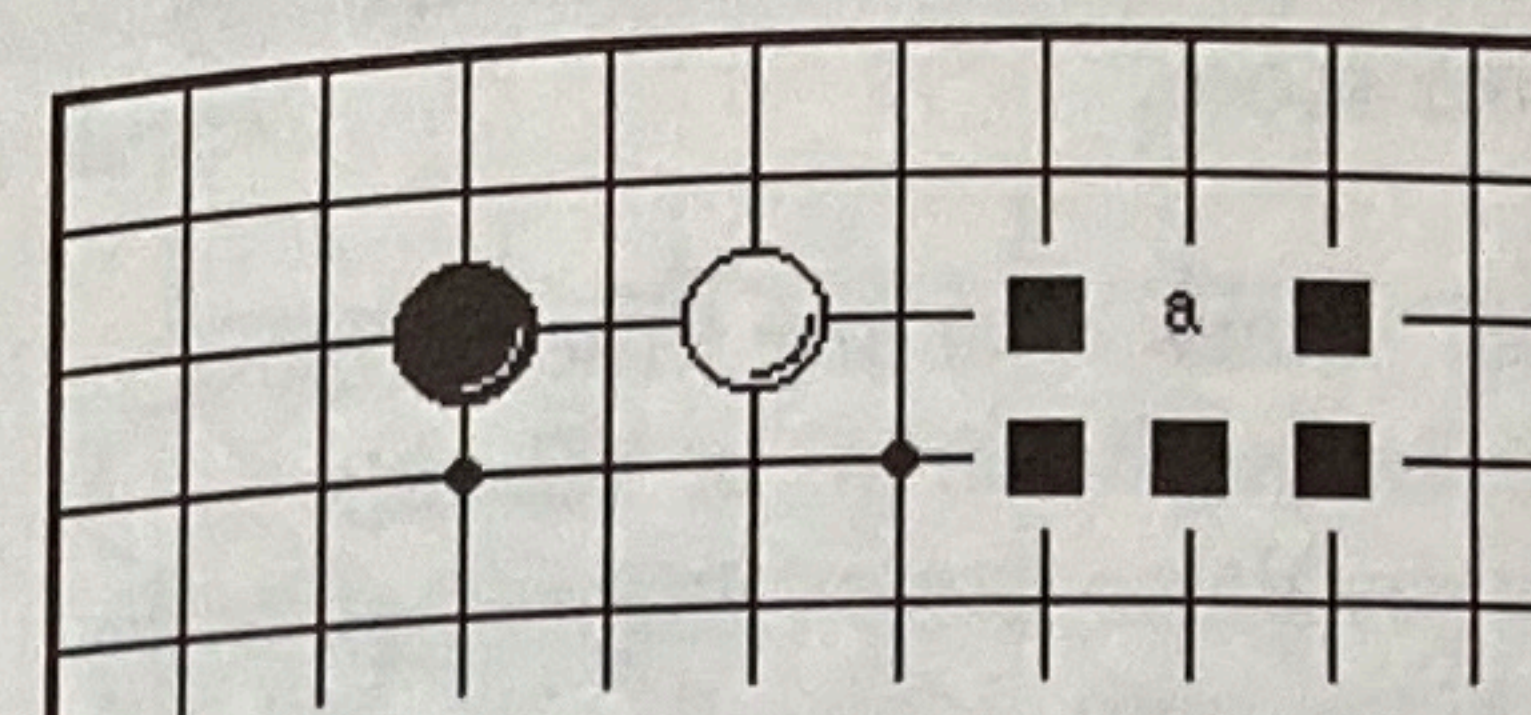
Defend Open Areas by Linking Up: Defense of open areas is easy. Just keep adding stones until all your strings are linked up. Then secure all your linkages.

Group Tactics

The attack and defense of groups is the single most important topic in Go. *Most games will be won or lost by how you handle groups in the midgame.*

Attack Groups by Squeezing: Rarely can you kill what you attack. Even so, attacking is the key to victory. Unlike defensive moves, attacks can — and should — combine a threat with a territorial move. Never just attack.

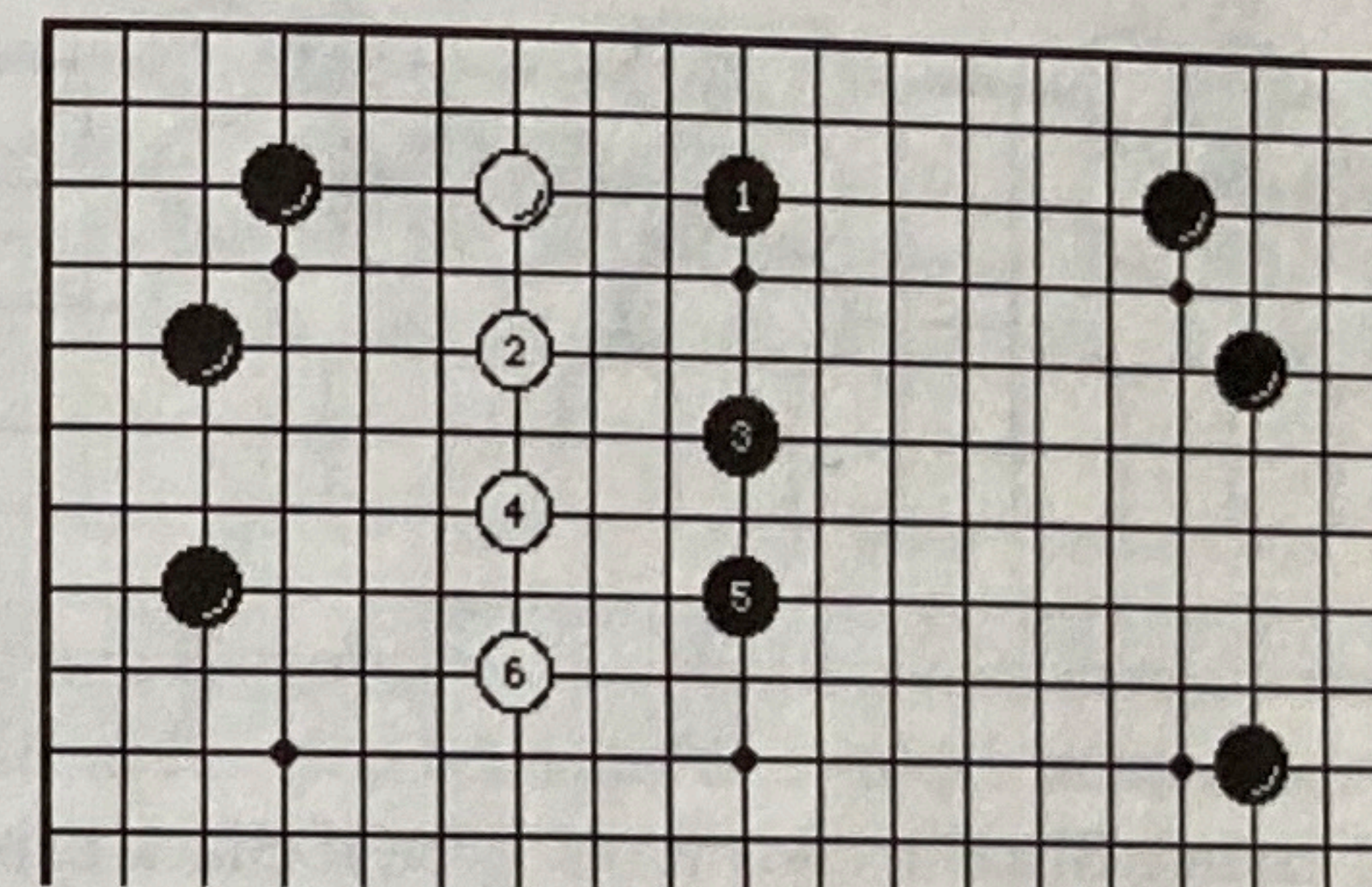
Begin attacks with an edge squeeze play (on the 3rd or 4th line at a distance of 2 to 4 lines away from your opponent's stones). This prevents the target from immediately securing life-giving territory by extending along the edge.



In the diagram to the left, Black should make an edge squeeze play at a (the default) or on a boxed intersection. This keeps White from extending along the edge to gain territory.

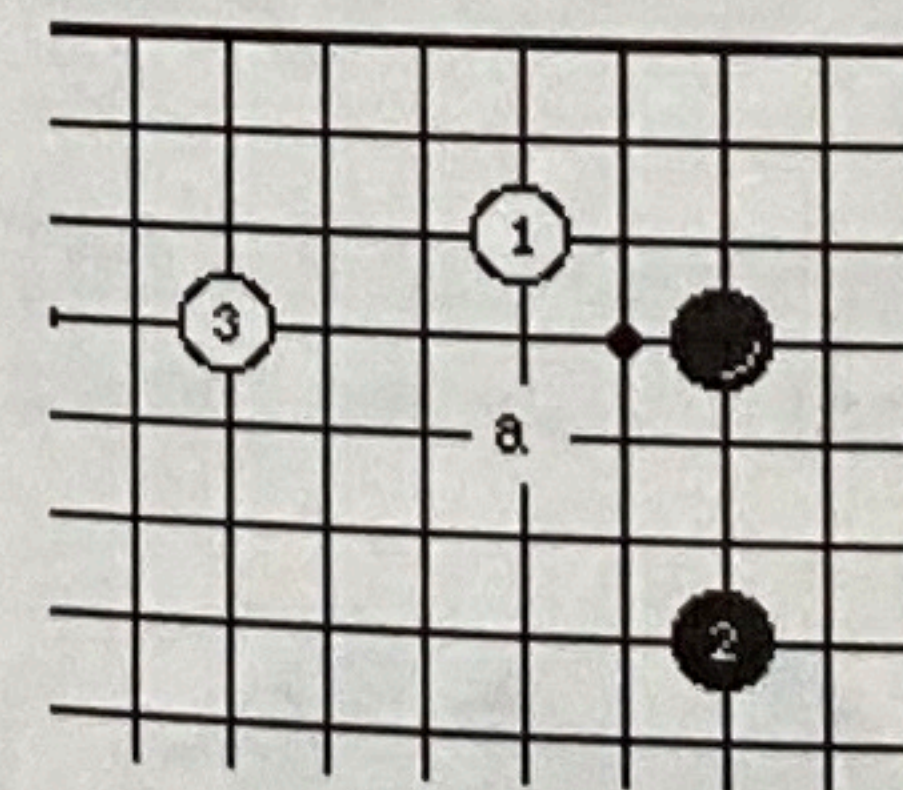
Once you've kept your opponent from easy life, continue squeezing by threatening to enclose her. Continued squeezing forces her to run, while you build a wall to enclose territory. If she fails to run, enclose her.

Black squeezes at the edge with B1, then continues to threaten enclosure. Black is building a large potential territory while attacking!



Note how after B1, all attacking moves are linked to preceding stones (safe base.)

Defending Groups by Extending: A group under attack is such a severe liability that preventing an attack is a high priority. The easiest defense is to extend along the edge to gain territory. This is so valuable that players often suspend their initial sketching to do this. Another defense is to extend towards the center (running). Use this technique if you can't expand along the edge.



In the figure at left, White squeezes Black's corner with W1. Not wanting to be squeezed again, Black extends along the edge with B2. Then White does likewise with W3, warding off a serious squeeze attack.

In the figure at right, instead of defending when W1 squeezed, Black went on the attack himself. B2 is an edge squeeze against W1. White could only extend into the center (W2). This threatened Black's corner, so he extended with B3. Which of these two diagrams is better for Black depends upon the rest of the board.

